

Emulator - Emulator Issues #9422

ENABLE_HEADLESS eats a CPU core in infinite loop

03/13/2016 07:40 PM - Sonicadvance1

Status:	Fixed	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
The headless code path's Platform class has a while (running) {} that will eat a CPU core while a game or fifo log is running. Change it over to an waiting event instead.			

History

#1 - 03/05/2017 09:58 PM - PEmu

This has apparently been fixed according to: <https://github.com/dolphin-emu/dolphin/pull/4994#issuecomment-284177687>

#2 - 01/17/2021 03:16 AM - ZephyrSurfer

This is apparently fixed.

I don't know which revision though.

#3 - 03/06/2021 02:02 PM - JosJuice

- Status changed from New to Fixed